

RED SPECTRE

TRAINING GROUP

SPEEDSOFT DIVISION

SEARCH AND DESTROY

Date : November 1, 2026

Event : Halloween Aftermath Charity Tournament

Beneficiary : The Veteran's Advocacy Group

Location : Palm Beach Airsoft

6275 Old Congress Rd

Lake Worth, FL 33462

**HARDCORE SEARCH & DESTROY
GAMEPLAY RULES & REGULATIONS**

1. OVERVIEW

Hardcore Search & Destroy is a fast-paced objective-based elimination mode where two teams alternate between attacking and defending a designated bomb site.

- Defenders must plant and detonate or successfully complete objective
- Attackers must prevent objective completion and eliminate

2. TEAM STRUCTURE

Team Size: 4 Players (optional additional substitute player)

- There are no mid-round substitutions of players, unless approved by referees
- Each team member must start the round touching their back wall in their spawn zone

3. START OF MATCH

- Both full teams will meet at main field center and will be met by 4 referees
- Each team will flip a coin for attack or defend start and shake hands when outcome is decided
- A referee will accompany each team to their spawn zones
- The referee located at centerfield will place beacon at designated point
- Both teams begin at their designated spawn zone
 - Each player must be touching the far wall before game start.

Each match consists of maximum 5 rounds: (Best of 5 games)

- Attack/Defense switch each round
- Rounds last until:
 - Objective is completed, OR
 - One team is fully eliminated, OR
 - Time limit expires and bomb detonates

Time Limit: 2 minutes and 45 seconds per round

- 15 seconds for defending team to pick a location and plant the bomb
- 2 minutes and 30 seconds until detonation of the bomb

4. OBJECTIVE MECHANICS (HARDCORE SEARCH & DESTROY)

Defenders:

Must complete ONE of the following:

- Plant "objective device" at designated site and defend until detonation timer completes

OR

Eliminate all defenders before time expires

- Only defenders may plant the bomb
 - Plant location must be within any of the 5 marked zones
 - Plant time: 5 seconds (must remain stationary)
 - Plant is considered active only when confirmed by referee and audible signal system

Attackers:

Must:

- Defuse/disable the bomb
- Eliminate attackers before completion and defuse/disable the bomb

5. HIT & ELIMINATION RULES

Any hit to body OR gear = immediate elimination

- Ricochet hits DO NOT count

Players will NOT call "HIT" when eliminated

1. The player will raise hand/marker immediately
2. Raise weapon or hand above head
3. Exit via designated "dead zone route"
4. Not communicate game information

6. SPEEDSOFT ENGAGEMENT RULES

To preserve fast-paced flow

- NO MINIMUM engagement distance
- Blind firing is strictly prohibited
- No intentional physical contact at any time
- No deadman firing

9. SAFETY & FIELD CONTROL

- Full face protection mandatory at all times
- No removal of eye protection in play zones
- Referees have final authority on all calls
- Unsafe behavior results in immediate removal from match or event

10. REFEREE AUTHORITY

Referees control:

- Hit confirmation disputes
- Objective validation
- Player ejections
- Rule enforcement

Referee decision = FINAL. No appeals during match play.

11. UNSPORTSMANLIKE CONDUCT

Strictly prohibited:

- Cheating or hit denial
- Aggressive physical behavior
- Verbal abuse toward players or staff
- Ignoring referee instructions

Penalty:

- Immediate removal from match or full tournament disqualification

12. WIN CONDITIONS

A round is won by:

- Successful objective completion (attackers), OR
- Full elimination of opposing team (either side), OR
- Time expiration with defenders holding objective

Match winner determined by:

- Most round wins

13. END OF MATCH

- Both full teams will meet in main arena centerfield and will be accompanied by the 4 referees
- A winner will be announced by the referees and both teams will shake hands and proceed outside of the arena back into the staging area

